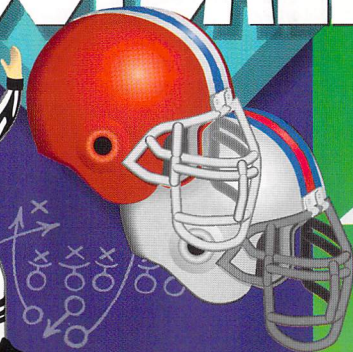


AMIGA CD³²TM


Commodore

SPORTS

FOOTBALL



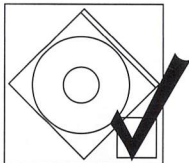
AMIGA CD³² SPORTS: FOOTBALL

by PlattSoft

To care for your disc...



Avoid touching or scratching the surface of the disc.



Store the disc in its original package.

Programming: Randy Platt **Game Design:** Randy Platt, Mike Kawahara, John Campbell, Gail Wellington, Bob Jacob, David Riordan
Original Musical Score and Sound Effects: Ken Melville **Graphics:** Terry Lloyd, Randy Platt, John Duggan **First Assistant:** Tracy Platt
Assistants: Stacy Platt, Karl Herrmann, Steve Platt **Video Director:** David Riordan **Video Producer:** Nancy Schakel **Video Production Manager:** K.C. Chamberlain **Video Script:** Ken Goldstein, Gorden Basicis **Video Cast:** Jordan Myers, Terry Burns, Nancy Gulla, Robert Crow, Clive Rosengren, Harold White, Sky Andersen, Gerald Walker **Executive Producer:** Randy Platt

Commodore Personnel:

Director: John Campbell **Project Supervisor:** Larry Feldman
Project Manager: Karl Herrmann **Testing:** John Campbell, Cathy Godfrey, Karl Herrmann, John Kominetz
Packaging Design: Cody

The enclosed software product and this manual are copyrighted and all rights reserved by Commodore Electronics Limited. No part of this manual or any of the accompanying materials may be copied, reproduced or translated in any form or medium without the prior written consent of Commodore Electronics Limited. Copyright © 1993 PlattSoft. All Rights Reserved. Copyright © 1993 Commodore Electronics Limited. All Rights Reserved. Amiga CD³² is a Trademark of Commodore Electronics Limited.

CD32-3001



LOADING THE GAME

Welcome to Amiga CD³² Football. To load the game, place the Amiga CD³² Sports: Football disc into the Amiga CD³². The game will automatically load.



QUICK START

Right now let's just jump into a game. Press the red **Select Button** to choose **PLAY GAME**. The other options will be explained later in the manual.

First, meet your assistant coach Bud McElroy. Once Bud gives his talk press the up and down areas on the black **Directional Button** to view the list of 28 teams in the league. When you near the bottom (or top) of the screen, hold down the **Directional Button** to see additional names on the list. When the team you want to coach is highlighted in yellow, release the **Directional Button** and press the **Select Button** to choose it. Then select an opponent from the list of teams in the same way.

Bud will explain how to control the game. **ARCADE** lets you call the plays and control the players on the field. **COACH** lets you send in the plays while the Amiga CD³² controls the field play. As **COMMISSIONER**, you just sit back and watch the game played out on the screen. For now, press the **Select Button** to choose **ARCADE**.

Once you have picked the teams and type of game you want, you will see the Game Menu. Press the **Select Button** to select **PLAY THE GAME**. After a report from Stan Gruel and his sport anchor team, the referee will call the coin toss. (If you are the visiting team, you get to choose heads or tails.) Listen carefully to find out whether you will be kicking or receiving the opening kickoff. If you are receiving, get ready to catch the ball. Once you catch it start running downfield by pressing down on the **Directional Button**. Avoid tackles by pressing left and right on the **Directional Button**. You can also down the ball in the end zone by pressing the **Select Button** before moving downfield.

If you lose the coin toss and have to kick, a box with a football in it will be displayed in the lower left corner of the screen. A horizontal line will move up and down in front of the ball. Press the **Select Button** to stop the line. The location at which the line stops controls the ball's hang time and distance. If the line is low on the ball, the ball will have a long hang time but won't go far. If it's in the middle, the ball will have less hang time but will go farther. If it's near the top, the kick will be short and low. Next a vertical line will move left and right on the ball. It is also stopped by pressing the **Select Button**. This

line is the directional control. If the line is stopped on the right, the kick will go left and vice-versa. If kicked in the middle, it will go straight. As soon as the direction is set, the ball will be kicked and play will resume.

After the kickoff you will see the statistics of the play. Now press the **Select Button** to see the Play Menu. This is where you choose what play to run next. To see all the plays available, look in the playbook. Press down on the **Directional Button** so that the word **PLAYBOOK** is highlighted in yellow and press the **Select Button**. You will see the first of several pages of plays listing the name, number and diagram for each play. To turn pages in the playbook, use the **Directional Button** to move the red highlight box to one of the arrows in either top corner of the screen and then press the **Select Button**. To leave the playbook without making a selection, highlight the Stop Sign (Cancel) symbol and press the **Select Button**. To select a play, move the red highlight box to the play diagram you want and press the **Select Button**. The playbook will close and the play will begin.

The offensive team always lines up at the bottom of the screen and plays toward the top of the screen. If you are on offense, wait for the QB to say "Set" then press the **Select Button** to hike the ball. If you are on defense wait until the QB says "Hike" to move your man with the **Directional Button** or you will be penalized.

Once the play starts, you control the yellow highlighted player. On offense this is always the player with the ball, who changes from the QB to the receiver as the ball is passed. When you select a passing play, the QB is in your control right after the ball is snapped. Once the QB has reached the end of his drop or you change his movement, arrows will appear on the screen pointing to the available receivers. A box surrounds the arrow of the currently selected receiver. To move the box to another receiver, hold down the **Select Button**; the box will cycle through the receivers. If an arrow is red, the receiver is not ready; if the ball is thrown now it will probably be an incomplete pass or, worse, an interception. If an arrow is yellow, the receiver is ready but not necessarily open and if it is yellow and flashing the receiver is ready and open. Once the desired receiver is highlighted, let go of the button to throw the ball.

When the ball is thrown, control is given to the receiver and an X marks the spot where the ball will land. To have the best chance at catching the ball, the receiver should be placed directly over the X when the ball gets to it. If there are defenders around (especially if there is someone right in front of the receiver) the chances of a completed pass decrease.

That's the short explanation of the game. Punting, Field Goals and Point After Attempts are performed the same way as the kickoff. Don't forget to use the Offensive and Defensive Playbooks included with

this package for more information on the different plays.



STARTING THE GAME

Now that you have a basic idea of how Amiga CD³² Sports: Football works, and maybe even have a game under your helmet, we'll explain all the menu selections available to you when you play.

Remember you can reload the game at any time by pressing the reset button on the Amiga CD³² console. If you're in the middle of a game and want to start a new game, select **TIME OUT** from the Play Menu then select **START NEW GAME**.

At the beginning of a game, you will see the Main Menu. Your selections here are: **PLAY GAME**, **PRACTICE** and **OPTIONS**. Press down on the black **Directional Button** until your choice is highlighted, then press the red **Select Button**. If you want to play a two-player game you will need to set the options first.

PLAY GAME

After you make this selection from the Main Menu you will be shown a list of teams in the league. There are 28 teams to choose from in all. The currently selected team is highlighted in yellow. To change the current selection press the up and down areas on the **Directional Button**. Keep pressing down to see additional team names on the screen. When the team you want to coach is highlighted, press the **Select Button**. Next you will see the team list again. Select an opponent from this second list of teams. You can pick the same team to scrimmage your offense against your defense.

SELECT ROLE

After you have picked two teams, you will see the Select Role menu. Now you need to decide which of three ways you will play the game:

ARCADE mode lets you call the plays and control the players on the field.

COACH mode lets you send in the plays while the Amiga CD³² controls the players on the field.

COMMISSIONER mode lets you sit back and watch the game played on the screen all by itself.

Choose an option by pressing down on the **Directional Button** to highlight the role you want, then press the **Select Button**. Selecting **CANCEL** returns you to the Main Menu.

MAKE A SELECTION

After you select your role for the team you will see the Game Menu. Your choices here are: **PLAY THE GAME**, **VIEW STATS**, **SUBSTITUTION**, **SET AUDIBLES** and **START NEW GAME**.

PLAY THE GAME will start the game.

VIEW STATS will take you to the Statistics Menu where you can view either the player's individual stats or the team's stats.

SUBSTITUTION lets you change players if someone is tired or ineffective.

SET AUDIBLES lets you set up your playbook with plays you can switch to at the line of scrimmage.

START NEW GAME ends the current game and starts a new one.

As always, make a choice by pressing up or down on the **Directional Button** and then pressing the **Select Button** when the choice you want is highlighted in yellow.

VIEW STATS

Choosing **INDIVIDUAL STATS** lets you check how the players from your team or your opponent's team are doing. Use the **Directional Button** to highlight the name of the player and press the **Select Button**. You will be given information on the player's skill, strength, speed, stamina and fatigue. You can also see how the player is doing offensively and defensively. Press the **Stop Button** to return to the menu.

TEAM STATS lets you check stats for the entire team. It lets you know how the team is doing with passing, receiving, rushing and kicking. Press the **Stop Button** to return to the menu.

SUBSTITUTION

You will be shown the list of players on your team. To see the rest of the list keep pressing down on the **Directional Button**. Only the currently active players have their positions shown in red. To make a substitution, highlight the active player you want to replace and then press the **Select Button**. Now choose someone to take his place from players who play the same position. Only players who play the same position as the originally selected player can be highlighted. Press the **Select Button** to pick the new player.

Press the **Stop Button** or select **CANCEL** to exit without making changes.

SET AUDIBLES

Audibles are plays you can change to at the line of scrimmage. Amiga CD³² Sports: Football has nine plays preset as audibles. Calling audibles is described under CONTROLLING OFFENSE. To set audibles,

select the audible play you want to change from the Audibles page. Highlight the play you no longer want to use as an audible by moving the red highlight box the same way you do to select a play. Once the audible play you want to change is highlighted press the **Select Button**. You can now select a new audible play from the six pages of offensive plays in your playbook by highlighting the new play and pressing the **Select Button**. Move between the pages of offensive plays by highlighting the arrows in the upper corners of the screen. To go back to the Game Menu, select the Cancel icon at the top center of the screen or press the **Stop Button**.

SELECTING PLAYS

After each play you will see the results of the play on the board. Pressing the **Select Button** will clear the screen, start the game clock running and bring up the play menu. The play menu is used before each play of the game to set your strategy. Your choices are: **QUICK PICK**, **PLAYBOOK** and **TIMEOUT**.

QUICK PICK is for advanced players who know the play number for the play they want to run. Make a choice quickly to avoid a delay of game penalty.

PLAYBOOK shows all the available plays, their play number and diagram. While you are looking in the playbook, the game clock is stopped.

TIMEOUT stops the clock and takes you back to the Game Menu.

Choose one of these by pressing up and down on the **Directional Button** and then pressing the **Select Button** when the option you want is highlighted.

PLAYBOOK

Select **PLAYBOOK** to see the first of several pages of plays available. If you are playing defense, you will see the Defensive Playbook. If you are on offense you will see the Offensive Playbook.

Nine plays are shown on each page. Special team plays have grey diagrams. Running plays have brown diagrams. Passing plays have green diagrams. To turn pages in the playbook, use the **Directional Button** to move the red highlight box to one of the two arrows in either top corner of the screen and then press the **Select Button**. To leave the playbook without making a selection, highlight the Stop Sign (Cancel) symbol and press the **Select Button**.

To select a play, use the **Directional Button** to move the red highlight box to the play diagram you want, then press the **Select Button**. The playbook will close and the play will begin.

Each play is shown with its name, diagram and play number. The play number has two digits. The first digit is the page number from the playbook. The second digit is the number to the left of the play

diagram. The play number can be used by advanced players for a quick pick.

QUICK PICK

You can select your play by choosing **QUICK PICK** from the Play Menu. This is for advanced players who know the play number of the play they want to run. When you select Quick Pick a small box will be displayed with the number 50 in it. Pick the play you want to run by using the **Directional Button** to enter the play number and then pressing the **Select Button**. The numbers are set as follows:

1 — UP & LEFT

2 — UP

3 — UP & RIGHT

4 — LEFT

5 — NONE

6 — RIGHT

7 — DOWN & LEFT

8 — DOWN

9 — DOWN & RIGHT

Each play number has two digits. As soon as the second digit is entered the play will be run. If you make a mistake, you can change the number before you enter the second digit by pressing the **Stop Button**. Use your Offensive and Defensive Playbooks to help you decide which play you want to run.

While you are picking a play with Quick Pick, the game clock continues to run. If you take too much time picking your play, your team will be penalized for delay of game.

In two-player games, calling a play with Quick Pick works a little differently. The play number you enter will not be shown, instead only an X will appear. This is to keep your opponent from knowing what play you picked.

TIME OUT

In CD football, you have an unlimited number of timeouts. Selecting **TIME OUT** will stop the clock and take you back to the Game Menu. The Game Menu will now have one additional choice: **VIEW REPLAY**. Choosing **VIEW REPLAY** will let you take another look at the play that was just run. Use it to see how your quarterback was sacked or to get one more look at that 90-yard touchdown run. When you return from a timeout, the play clock will be reset to 30 seconds.



CONTROLLING OFFENSE

THE PASSING GAME

Passing can only happen if a passing play is selected. (Passing plays have a green diagram in the playbook.) After the ball is snapped, the QB is in your control. Once the QB has reached the end of his drop or you move him with the **Directional Button** on the controller, arrows will appear on the screen point-

ing towards the available receivers. A box surrounds the arrow of the currently selected receiver. To move the box to another receiver, press and hold the **Select Button**; the box will cycle through the receivers. If an arrow is red, the receiver is not ready to receive the ball. If the ball is thrown now it will almost certainly be incomplete or, even worse, intercepted. If an arrow is yellow, the receiver is ready but not necessarily open. However, if it is yellow and flashing the receiver is ready and open. Once the desired receiver is highlighted, releasing the **Select Button** makes the QB throw the ball.

Once the ball is thrown, control is given to the receiver and an X marks the spot where the ball will land. To have the best chance at catching the ball, the receiver should be placed directly over the X when the ball gets to it. If there are defenders around (especially if there is someone right in front of the receiver) the chances of a completed pass decrease.

THE RUNNING GAME

When a running play is selected the QB will hand the ball to the runner shortly after the snap. You control the runner when he is handed the ball. The runner will run the route called for in the play unless you press the **Directional Button** on the controller. This is good to do when the defense has blocked the original path the runner had planned to use. You can turn a passing play into a running play by pressing the **Directional Button** on your controller and have the QB run before he passes the ball.

Whenever a man under your control is running, you can put on a burst of speed by pressing and holding down the **Select Button**. You can only accelerate once per run so time this carefully.

CALLING AUDIBLES

Audibles can only be called by the offensive team. After an offensive play has been selected you may wish to change the selected play at the line of scrimmage. This is called an audible. To do this, press the down area on the **Directional Button** and then press and hold the **Select Button**. While still holding the **Select Button**, press the **Directional Button** in the direction of the desired play from the audibles page in the playbook (pressing no direction chooses the middle play). Now release the **Select Button** while still pressing in the direction of the desired play and the play will change to that of the audible selected. As soon as your offensive line gets into its new position you are set to hike the ball again.

THE KICKING GAME

There are three types of kicks: Field Goal, Kickoff and Punt. The interface for kicking is the same in all three. A box with a football is displayed in the lower left corner of the screen at the time of the kick. A horizontal line moves up and down in front of the ball. The line is stopped by pressing the **Select**

Button. The location at which the line stops controls the hang time of the ball and the distance the ball travels. If the line is low on the ball, the ball will have a long hang time but won't go far. If it's in the middle, the ball will have less hang time but will go farther. If it's near the top, the kick will be short and low.

Next a vertical line will move left and right on the ball. It is also stopped by pressing the **Select Button**. This line is the directional control. If the line is stopped on the right, the kick will go left and vice-versa. If kicked in the middle, it will go straight. As soon as the direction is set, the ball will be kicked and play will resume.



CONTROLLING DEFENSE

When playing defense, you can control only one defender at a time. When the play is called and the players are coming up to the line, one of the defenders is highlighted (yellow). To control a different player, press and hold the **Select Button** and the highlight will move from player to player. Do this until the desired player is highlighted. Now you can control which way the player will run with the **Directional Button**.

If you think the opponent is going to pass, one of the safeties should probably be highlighted. On a running play, one of the cornerbacks is probably a good choice. Once the ball is snapped move your player where he will do the most good. You may need to go after the quarterback, or the receiver or a runner. All your other players will run the play that you selected. Whenever a man under your control is running, you can put on a burst of speed by pressing and holding down the **Select Button**. You can only accelerate once per run so time this carefully.



PRACTICE

Selecting **PRACTICE** will present the option to **PRACTICE OFFENSE** or **PRACTICE DEFENSE**.

If Offense is selected you can choose either **KICKING** or **RUNNING OR PASSING**. Kicking then gives you the option of practicing **FIELD GOALS**, **KICKOFFS** or **PUNTS**. Field Goals have the additional options of trying **LONG**, **MEDIUM** or **SHORT** kicks. This is the time to find out how kicking different spots on the ball affects its direction and distance. In Running or Passing practice you have the option of **QUICK PICK** or **PLAYBOOK** when selecting your play. When practicing, there is no option to call a Time Out.

DEFENSE is organized similarly. This is where you'll practice pressing the **Select Button** to block a Field Goal. As with Offensive practice you'll have the option of **QUICK PICK** or **PLAYBOOK** when select-

ing your play.

When the play is over, selecting **EXIT** or pressing the **Stop Button** will return you to the Practice Menu.



OPTIONS

If you select **OPTIONS**, you will be able to vary the conditions of the game in several ways. Selections are made by pressing the down arrow on the **Directional Button** until your choice is highlighted and then pressing the **Select Button**. The **OPTIONS** that can be changed include: **ONE OR TWO PLAYERS**, **WEATHER CONTROL**, **SPEED CONTROL**, **MINUTES PER QUARTER**, **VIDEO CONTROL** and **MUSIC CONTROL**.

ONE OR TWO PLAYERS lets you set the number of people playing the game. If you select two players, you will need another game controller or a joystick. (You cannot both use the same controller.) Player 1 has control during the initial menu selections.

WEATHER CONTROL lets you select between **NORMAL**, **RAIN** or **SNOW**. Each type offers different playing conditions. Under Normal conditions you will play on a clear day on a grassy field. Rainy conditions include a slippery, muddy field. Snowy conditions include cold weather with a slick, white field.

SPEED CONTROL lets you choose between **FAST**, **MEDIUM** or **SLOW** for the speed at which the game plays. The speed is normally set to fast. You may want to slow things down a bit if you are attempting to learn the game.

MINUTES PER QUARTER lets you set the length of the game. Pressing right on the **Directional Button** increases the time and left decreases it. Your time per quarter can range from 1 to 30 minutes. The default time per quarter is eight minutes.

VIDEO CONTROL lets you turn the video segments on and off. Turning the video off will skip over Bud's talks, Stan's reports and the referee's calls. If video is on and you want to skip past any of the sequences you can press the **Select Button** during it.

MUSIC CONTROL lets you turn off the musical score you hear while the menus are displayed. It also turns off the sound of the crowd during the game.

If you make an error, selecting **CANCEL** from the list of choices or pressing the **Stop Button** on the remote controller will return to the previous screen where you can re-enter the option or reset it.

AMIGA **CD** **32**[™]



Commodore®

P/N 371052-01